USE CASES

Scenario “Symbol learning” :

- The user starts the application.
- The user draws their symbol a fixed number of times.
- The application captures all drawings, learns from them how to recognize new symbol[1] and memorizes it.
- The user supplies the application with the command[2] to be attached to the new symbol.
- The application saves the command and binds it to the new symbol.

Scenario “Built-in symbol usage” :

- The user starts the application.
- The application starts capturing all data from the touchpad.
- The user draws one of the built-in symbols.
- The application recognizes the symbol.
- The application executes the command related to the symbol.
-

Scenario “Daily usage of the user-defined symbols” :

- The application launches as the operating system starts.
- The application starts capturing all data from the touchpad.
- The user draws one of the user-defined symbols.
- The application recognizes the symbol.
- The application opens all the programming tools the user wanted to open using the symbol.
- The user is ready to code.

UML : https://drive.google.com/file/d/0B03MQjW6H32ANk9DSExMYmNraDQ/view?usp=sharing

[1] symbol is a pattern drawn on touchpad
[2] command means bash command